ASCOMOID

Ascomoid

Large plant, unaligned

Armour Class - 14 (natural armor)
Hit Points - 68 (8d10 + 24)
Speed - 30 ft.

STR 18 (+4)
DEX 13 (+2)
CON 17 (+3)
INT 2 (-4)
WIS 12 (+1)
CHA 2 (-4)

Damage Resistances lightning
Damage Immunities poison
Condition Immunities frightened, poisoned, prone
Senses blindsight 10 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 11
Languages -
Challenge 4 (1,100 XP)

Traits

Charge.
If the ascomoid moves at least 10 ft. straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Momentum.
If the ascomid moves at least 30 ft. in a straight line, on its next turn it can use its bonus action to take the dash action as long as it continues to move in a straight line.

Actions

Multiattack.
The ascomoid uses its slam and spores attacks.

Slam.
Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.
Hit: 11 (2d6 + 4) bludgeoning damage and the target must succeed on a DC 13 Constitution saving throw or become poisoned. A creature who becomes poisoned in this way has their strength score reduced by 1d4 every 6 hours. The target dies if this reduces its strength to 0. If the target's body is not burned, fungus will break down and consume the body, eventually spawning a new ascomoid in 1d4 days.

Spores.
The ascomoid releases a jet of spores from its body filling a 10 foot radius centred on a point within 30 feet of it with a cloud of noxious spores. The cloud lasts until the start of the ascomoid's next turn before dispersing. Any creature that enters or starts its turn within the cloud of spores must succeed on a DC 13 Constitution saving throw or become poisoned. A creature who becomes poisoned in this way has their strength score reduced by 1d4 every 6 hours. The target dies if this reduces its strength to 0. If the target's body is not burned, fungus will break down and consume the body, eventually spawning a new ascomoid in 1d4 days.